

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please AMEND claims 1, 4, 5, 9-14, 18, 20-23, 26, 28-30, 32-36, 38, and 40-42 and CANCEL claims 3, 8, 15, 19, 24, 27 and 39 without prejudice or disclaimer in accordance with the following:

1. (CURRENTLY AMENDED) An apparatus comprising:

an on screen data (OSD) graphic data receiver which receives OSD graphic data from an external OSD graphic data source; and

a processor which processes the OSD graphic data,

wherein the OSD graphic data receiver further comprises:

a memory which stores the OSD graphic data from the external OSD graphic data source; and

a controller which stores the OSD graphic data in the memory in response to an OSD graphic data storage signal and reads the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the processor, and

wherein the memory comprises:

a buffer region; and

an OSD region; and

wherein the controller stores the OSD graphic data in the buffer region and stores the OSD graphic data from the buffer region in the OSD region in response to a replacement signal received from a command inputter operated by a user, and supplies the OSD graphic data stored in the OSD region to the processor in response to the OSD display signal.

2. (ORIGINAL) The apparatus of claim 1, wherein the OSD graphic data receiver selects the OSD graphic data from among a plurality of different types of OSD graphic data located at the external OSD graphic data source for display.

3. (CANCELLED)

4. (CURRENTLY AMENDED) The apparatus of claim-3_1, wherein the OSD graphic data receiver comprises:

a broadcast television receiver, which receives a broadcasting signal including the OSD graphic data, to output a composite video signal including the OSD graphic data; and

a data detector which detects the OSD graphic data from the composite video signal;

wherein the processor comprises a video processor which processes the composite video signal and the ~~OSDgraphic~~ OSD graphic data detected by the data detector, to output a display video signal including the OSD graphic data.

5. (CURRENTLY AMENDED) The apparatus of claim-3_1, wherein the OSD graphic data receiver further comprises a cathode ray tube controller which detects a sync signal from the composite video signal and displays the display video signal in accordance with the sync signal.

6. (ORIGINAL) The apparatus of claim 4, wherein the data detector detects the OSD graphic data by detecting data loaded in a line of a vertical blanking interval of the broadcasting signal.

7. (ORIGINAL) The apparatus of claim 6, wherein the OSD graphic data is provided in the broadcasting signal from a broadcasting station in an additional information format of a closed caption mode.

8. (CANCELLED)

9. (CURRENTLY AMENDED) The apparatus of claim-8_1, wherein:
the buffer region comprises a volatile memory; and
the OSD region comprises a non-volatile memory.

10. (CURRENTLY AMENDED) ~~The An apparatus of claim 3, further comprising:~~
~~an on screen data (OSD) graphic data receiver which receives OSD graphic data from~~
~~an external OSD graphic data source;~~
~~a processor which processes the OSD graphic data,~~
~~wherein the OSD graphic data receiver further comprises:~~

a memory which stores the OSD graphic data from the external OSD graphic data source; and

a controller which stores the OSD graphic data in the memory in response to an OSD graphic data storage signal and reads the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the processor; and

an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the memory to the processor in a user mode and supplies the fixed OSD graphic data to the processor in a non user mode.

11. (CURRENTLY AMENDED) The apparatus of claim-8_1, further comprising an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the OSD region to the processor in a user mode and supplies the fixed OSD graphic data to the processor in a non user mode.

12. (CURRENTLY AMENDED) The apparatus of claim-8_1, wherein the OSD graphic data is received from a broadcasting station in an RGB pattern and stored in the OSD region in the RGB pattern.

13. (CURRENTLY AMENDED) The apparatus of claim-8_1, wherein the OSD graphic data is received from a broadcasting station in a binary code or a hexadecimal code form, converted into an RGB pattern by the controller and stored in the OSD region in the RGB pattern.

14. (CURRENTLY AMENDED) The An apparatus of claim-1 comprising:
an on screen data (OSD) graphic data receiver which receives OSD graphic data from
an external OSD graphic data source; and

a processor which processes the OSD graphic data,

wherein the OSD graphic data receiver comprises:

a tuner which receives a television signal, to output a composite video signal;

a modem connected to a communication network, which downloads the OSD graphic data from an external OSD graphic data source; and

a video processor which processes the composite video signal and the OSD graphic data downloaded by the modem, to output a display video signal including the OSD graphic data.

a memory which stores the OSD graphic data downloaded by the modem; and
a controller which stores the OSD graphic data downloaded by the modem in the
memory in response to an OSD graphic data storage signal and reads the OSD graphic data
from the memory in response to an OSD display signal, to supply the OSD graphic data to the
video processor,

wherein the memory comprises:

a buffer region; and

an OSD region; and

wherein the controller stores the OSD graphic data in the buffer region and stores the
OSD graphic data from the buffer region in the OSD region in response to a replacement signal
received from a command inputter operated by a user, and supplies the OSD graphic data
stored in the OSD region to the video processor in response to the OSD display signal.

15. (CANCELLED)

16. (ORIGINAL) The apparatus of claim 14, wherein the OSD graphic data receiver further comprises a cathode ray tube controller which detects a sync signal from the composite video signal and displays the display video signal in accordance with the sync signal.

17. (ORIGINAL) The apparatus of claim 14, wherein the external OSD graphic data source is an OSD graphic data providing server.

18. (CURRENTLY AMENDED) The apparatus of claim 14, wherein the external OSD graphic data source is an OSD graphic data providing server, and the controller downloads the OSD graphic data via the modem from a home page of the OSD graphic data providing server.

19. (CANCELLED)

20. (CURRENTLY AMENDED) The apparatus of claim 14, wherein:
the buffer region comprises a volatile memory; and
the OSD region comprises a non-volatile memory.

21. (CURRENTLY AMENDED) ~~The~~ An apparatus of claim 15, further comprising:

an on screen data (OSD) graphic data receiver which receives OSD graphic data from an external OSD graphic data source;

a processor which processes the OSD graphic data,

wherein the OSD graphic data receiver comprises:

a tuner which receives a television signal, to output a composite video signal;

a modem connected to a communication network, which downloads the OSD graphic data from an external OSD graphic data source;

a video processor which processes the composite video signal and the OSD graphic data downloaded by the modem, to output a display video signal including the OSD graphic data,

a memory which stores the OSD graphic data downloaded by the modem; and

a controller which stores the OSD graphic data downloaded by the modem in the memory in response to an OSD graphic data storage signal and reads the OSD graphic data from the memory in response to an OSD display signal, to supply the OSD graphic data to the video processor; and

an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the memory to the video processor in a user mode and supplies the fixed OSD graphic data to the video processor in a non user mode.

22. (CURRENTLY AMENDED) The apparatus of claim 19 14, further comprising an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the OSD region to the video processor in a user mode and supplies the fixed OSD graphic data to the video processor in a non user mode.

23. (CURRENTLY AMENDED) The An apparatus of claim 1 comprising:

an on screen data (OSD) graphic data receiver which receives OSD graphic data from an external OSD graphic data source; and

a processor which processes the OSD graphic data,

wherein the OSD graphic data receiver comprises:

a camera which picks up an image of an object, to output a composite video signal;

a modem connected to a communication network, which downloads the OSD graphic data from an external OSD graphic data source; and

a video processor which processes the composite video signal and the OSD graphic data downloaded by the modem, to output a display video signal including the OSD graphic data,

a memory which stores the OSD graphic data downloaded by the modem; and
a controller which stores the OSD graphic data downloaded by the modem in the
memory in response to an OSD graphic data storage signal and reads the OSD graphic data
from the memory in response to an OSD display signal, to supply the OSD graphic data to the
video processor,

wherein the memory comprises:

a buffer region; and

an OSD region; and

wherein the controller stores the OSD graphic data in the buffer region and stores the
OSD graphic data from the buffer region in the OSD region in response to a replacement signal
received from a command inputter operated by a user, and supplies the OSD graphic data
stored in the OSD region to the video processor in response to the OSD display signal.

24. (CANCELLED)

25. (ORIGINAL) The apparatus of claim 23, wherein the external OSD graphic data source is an OSD graphic data providing server.

26. (CURRENTLY AMENDED) The apparatus of claim-24~~23~~, wherein the external OSD graphic data source is an OSD graphic data providing server, and the controller downloads the OSD graphic data via the modem from a home page of the OSD graphic data providing server.

27. (CANCELLED)

28. (CURRENTLY AMENDED) The apparatus of claim-27~~23~~, wherein:
the buffer region comprises a volatile memory; and
the OSD region comprises a non-volatile memory.

29. (CURRENTLY AMENDED) The An apparatus of claim-24, further comprising:

an on screen data (OSD) graphic data receiver which receives OSD graphic data from an external OSD graphic data source;

a processor which processes the OSD graphic data,

wherein the OSD graphic data receiver comprises:

a camera which picks up an image of an object, to output a composite video signal,

a modem connected to a communication network, which downloads the OSD graphic data from an external OSD graphic data source,

a video processor which processes the composite video signal and the OSD graphic data downloaded by the modem, to output a display video signal including the OSD graphic data,

a memory which stores the OSD graphic data downloaded by the modem, and

a controller which stores the OSD graphic data downloaded by the modem in the memory in response to an OSD graphic data storage signal and reads the OSD graphic data from the memory in response to an OSD display signal, to supply the OSD graphic data to the video processor; and

an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the memory to the video processor in a user mode and supplies the fixed OSD graphic data to the video processor in a non user mode.

30. (CURRENTLY AMENDED) The apparatus of claim 27 23, further comprising an OSD font ROM which permanently stores fixed OSD graphic data, wherein the controller supplies the OSD graphic data from the OSD region to the video processor in a user mode and supplies the fixed OSD graphic data to the video processor in a non user mode.

31. (ORIGINAL) The apparatus of claim 23, further comprising a deck which records the display video signal on a recording medium.

32. (CURRENTLY AMENDED) The apparatus of claim 23, wherein:

~~a memory which stores the OSD graphic data downloaded by the modem;~~

~~a controller which stores the OSD graphic data downloaded by the modem in the memory in response to an OSD graphic data storage signal and reads the OSD graphic data from the memory in response to an OSD display signal, to supply the OSD graphic data to the video processor as an OSD-RGB signal;~~

the OSD graphic data is supplied to the video processor as an OSD-RGB signal;
wherein the video processor processes luminance and chrominance signals of the composite video signal, overlaps the processed luminance and chrominance signals with the OSD-RGB signal, and FM-modulates the overlapped signal; and further comprising:
a deck which records the FM-modulated overlapped signal on a recording medium.

33. (CURRENTLY AMENDED) A television receiver set comprising:
a receiver receiving a television signal, to output a composite video signal;
a video processor processing the composite video signal and overlapping the processed composite video signal and an on screen display (OSD) graphic signal, to output a display video signal;
a data detector detecting OSD graphic data from the composite video signal;
a memory storing the detected OSD graphic data; and
a controller storing the OSD graphic data detected from the data detector in the memory in response to an OSD graphic data storage signal and reading the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the video processor as the OSD graphic signal,
wherein the memory comprises:
a buffer region; and
an OSD region; and
wherein the controller stores the OSD graphic data in the buffer region and stores the OSD graphic data from the buffer region in the OSD region in response to a replacement signal received from a command inputter operated by a user, and supplies the OSD graphic data stored in the OSD region to the video processor in response to the OSD display signal.

34. (CURRENTLY AMENDED) A web television receiver set comprising:
a receiver receiving a television signal, to output a composite video signal;
a video processor processing the composite video signal and overlapping the processed composite video signal and an on screen display (OSD) graphic signal, to output a display video signal;
a modem connected to a communication network, downloading OSD graphic data from an external OSD graphic data source;
a memory storing the OSD graphic data downloaded via the modem; and

a controller storing the OSD graphic data downloaded via the modem in the memory in response to an OSD graphic data downloading signal and reading the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the video processor as the OSD graphic signal,

wherein the memory comprises:

a buffer region; and

an OSD region; and

wherein the controller stores the OSD graphic data in the buffer region and stores the OSD graphic data from the buffer region in the OSD region in response to a replacement signal received from a command inputter operated by a user, and supplies the OSD graphic data stored in the OSD region to the video processor in response to the OSD display signal.

35. (CURRENTLY AMENDED) A web video camera apparatus comprising:

a camera picking up an image, to output a video signal;

a video processor processing the video signal and overlapping the processed video signal and an on screen display (OSD) graphic signal, to output a display video signal;

a modem connected to a communication network, downloading OSD graphic data from an external OSD graphic data source;

a memory storing the OSD graphic data downloaded via the modem;

a deck recording the display video signal on a video recording medium; and

a controller storing the OSD graphic data downloaded via the modem in the memory in response to an OSD graphic data downloading signal and reading the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the video processor as the OSD graphic signal,

wherein the memory comprises:

a buffer region; and

an OSD region; and

wherein the controller stores the OSD graphic data in the buffer region and stores the OSD graphic data from the buffer region in the OSD region in response to a replacement signal received from a command inputter operated by a user, and supplies the OSD graphic data stored in the OSD region to the video processor in response to the OSD display signal.

36. (CURRENTLY AMENDED) An MP3 player comprising:

a receiver receiving an on screen display (OSD) graphic signal from an external source;

a processor processing the OSD graphic signal, to output a display video signal;
a memory storing the OSD graphic data; and
a controller storing the OSD graphic data in the memory in response to an OSD graphic data storage signal and reading the OSD graphic data from the memory in response to an OSD display signal, to supply the read OSD graphic data to the processor as the OSD graphic signal,
wherein the memory comprises:
a buffer region; and
an OSD region; and
wherein the controller stores the OSD graphic data in the buffer region and stores the OSD graphic data from the buffer region in the OSD region in response to a replacement signal received from a command inputter operated by a user, and supplies the OSD graphic data stored in the OSD region to the processor in response to the OSD display signal.

37. (ORIGINAL) The MP3 player of claim 36, wherein the external source is a personal computer.

38. (CURRENTLY AMENDED) A method of displaying on screen display (OSD) graphic data comprising:

receiving the OSD graphic data in a device from an external OSD graphic data source;
and
displaying the OSD graphic data in a first mode,
wherein the receiving comprises:
storing the OSD graphic data received from the external OSD graphic data source in a buffer region in response to an OSD graphic data receiving input signal from the user; and
storing the OSD graphic data from the buffer region in an OSD region in response to a replacement signal from the user.

39. (CANCELLED)

40. (CURRENTLY AMENDED) The method of claim 39 38, wherein the external OSD graphic data source is a broadcasting station and the receiving further comprises receiving the OSD graphic data in a television signal from the broadcasting station.

41. (CURRENTLY AMENDED) The method of claim 39 38, wherein the external OSD graphic data source is an OSD graphic data providing server and the receiving further comprises receiving the OSD graphic data from the OSD graphic data providing server through a communication network.

42. (CURRENTLY AMENDED) The method of claim 39 38, wherein the device comprises a font ROM having fixed OSD graphic data, the method comprising:

determining whether the device is in an OSD display mode;

determining whether the device is in ~~the first~~ a user mode or ~~a second~~ non user mode if the device is in the OSD display mode; and

reading and displaying the OSD graphic data from the buffer region if the device is in the first user mode and the fixed OSD graphic data from the font ROM if the device is in the ~~second~~ non user mode.

43. (ORIGINAL) The method of claim 40, wherein the displaying comprises:

overlapping the OSD graphic data with a television signal received from the broadcasting station; and

displaying the overlapped signal.

44. (ORIGINAL) The method of claim 41, wherein the displaying comprises:

overlapping the OSD graphic data with a television signal received from broadcasting station; and

displaying the overlapped signal.

45. (ORIGINAL) The method of claim 41, wherein the displaying comprises:

overlapping the OSD graphic data with an image signal indicative of an image object received through a lens; and

displaying the overlapped signal.